

# Player/Stage/Gazebo @ VVV08

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## Nice things from P/S/G

- Driver for LOTS of devices

## Nice things from P/S/G

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- GPL and LGPL license
- Active Free Software Community

## Nice things from P/S/G

- Streaming of sensor data works efficiently (called Pushing)

## Nice things from P/S/G

- Clear defined interfaces for data exchange

## Nice things from P/S/G

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- Logging support is very good (timestamps, etc)

## Not so nice things from P/S/G

- Forces you to use a Client/Server architecture

## Not so nice things from P/S/G

- Initialization of complex systems (many servers/many clients) is tricky



## Not so nice things from P/S/G

- Polling data is slow (too much overhead)

## Not so nice things from P/S/G

- If the interface you need is not there, it can be complex to exchange data

## Not so nice things from P/S/G

- If you need fast communication, better to include your code as a Player Server plugin
- No 'nice' way to communicate between clients